(S520). When the answer is "NO," an illegal error is displayed and the execution of the game program is terminated. When the answer is "YES" in S250, the payout of coins is performed in accordance with the kind of the verified winning combination and the game state (S522).

[0166] When the game state is changed at the end of the game, the transition process is executed (S523). The process is executed when a final prize in a bonus game is won, or a bonus is internally selected in a game, or the combination of "7-7-7" is stopped on an active line and a bonus game is started.

[0167] The kind of the verified winning combination, the game state and the like are transmitted to the sub control circuit **201** as a "1-game termination commands" shown in the game information command table in **FIG. 13** (S524).

[0168] **FIG. 30** illustrates a flowchart of initialization. First, the CPU **103** entirely clears the RAM **105** (S530) and then determines whether a key switch is on or not (S531). The key switch is used for determining whether to perform a parameter changing process for changing pay amounts or changing internal winning probabilities. When the power is turned on with the key switch turned off, the sub control circuit **201** executes the parameter changing process. When the power is turned on with the key switch turned off, the parameter changing process is not performed and initialization at the start of a game is performed. When the answer is "YES," a parameter update request command is transmitted to the sub control circuit **201** for executing the parameter changing process (S532). Then, it is determined whether the key switch is turned off or not (S533). When the answer is "NO," an initialization command is transmitted (S537) to return to the main processing. When the answer is "YES," a key switch off command is transmitted to the sub control circuit **201** (S534) to finish the parameter changing process. When the answer is "NO," the process skips to S534. Then, it is determined whether or not a parameter changing completion command indicating the completion of the parameter changing process at the sub control circuit **201** is received (S535). When the answer is "YES," rewiring of pay amounts or winning probabilities is executed based on the contents of the received command (S536). An initialization command is transmitted (S537) to return to the main flow. When the answer is "NO," a command reception is monitored in S535 because update is still performed.

[0169] Now the control operation of the sub CPU **203** in the sub control circuit **201** will be described.

[0170] **FIG. 31** is a flowchart of interrupt process 1. The interrupt process 1 is executed every 3 ms. to store commands transmitted from the main control circuit **101** in the sub RAM **205**.

[0171] First, the sub CPU **203** checks an input buffer (S600) to determine whether there is an input signal in the input buffer (S601). When the answer is "NO," the process is terminated. When the answer is "YES," a reception flag is tuned on (S602) and the contents of the received command are set in the RAM **205** (S603) to finish the process. Then, the received command is checked to determine whether the received command is an initialization command or not (S604). When the answer is "YES," a used payout scheme setting and image data based on the scheme are checked (S605) to display images on the LCDs (S606) and the process is terminated. When the answer is "NO," the process is terminated.

[0172] **FIG. 32** is a flowchart of the main processing in the sub control circuit **201**. First, the sub CPU **203** checks a reception flag in the sub RAM **205** to determine whether or not a parameter change request command is transmitted from the main control circuit **101** (S620). When the answer is "YES," the parameter changing process is executed (S621), and the process proceeds to S622. When the answer is "NO," S621 is skipped. In the parameter changing process, pay amounts and probabilities can be changed. The details will be described below.

[0173] Then, it is determined whether or not a start command is received (S622). When the answer is "YES," a starting display control process is executed (S622). In the starting display control process, a BR control process is performed during a BR. The details will be described below.

[0174] Then, it is determined whether or not a reel stop command is received (S624). When the answer is "NO," the process skips S625 and proceeds to S626. When the answer is "YES," a display control process at a reel stop is executed (S625). The display control process at a reel stop includes a BR occurrence determining process, a stop order instruction in a BR and displaying according to the degree of agreement between the contents of information and an actual stopping operation. The details will be described below.

[0175] Then, it is determined whether a 1-game termination command is received or not (S626). When the answer is "NO," the process skips S627 and returns to S620 to repeat the same processing. When the answer is "YES," a display control process at the end of a game is executed (S627). The display control process at the end of a game includes an informational display process and a process of updating the number of BR continuations when the game is in a BR round at that time. The details will be described below.

[0176] After the completion of S627, the process returns to S620 to repeat the same processing. In this manner, the main processing in the sub control circuit **201** includes separate displaying processes repeatedly executed on the basis of commands transmitted from the main control circuit **101**.

[0177] **FIG. 33** is a flowchart of the parameter changing process. First, the CPU **103** displays the support menu screen in **FIG. 22A** (S540). The support menu includes three modes to select one of the modes. The sub CPU **203** determines whether mode 1 is selected or not (S541). When the answer is "YES," a payout/probability changing process is executed (S542), and the process proceeds to S547. When the answer is "NO," it is determined whether mode 2 is selected or not (S543). When the answer is "YES," an ST occurrence probability changing process is performed (S544), and the process proceeds to S547. When the answer is "NO," it is determined whether mode 3 is selected or not (S545). When the answer is "YES," a setting changing process is performed (S546), and the process proceeds to S547. When the answer is "NO," no processing in any mode is executed, and the process proceeds to S547.

[0178] Then, it is determined whether or not the key switch is turned off, that is, whether or not a key switch off command is received from the main control circuit **101** (S547). When the answer is "YES," the pay amount data and probability data stored at that time are transmitted as a